

**BPROJCPY(3)**

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>SYNOPSIS</b>	<b>1</b>
<b>2</b>	<b>DESCRIPTION</b>	<b>2</b>
<b>3</b>	<b>RETURN VALUE</b>	<b>3</b>
<b>4</b>	<b>ERRORS</b>	<b>4</b>
<b>5</b>	<b>EXAMPLE</b>	<b>5</b>
<b>6</b>	<b>BUGS</b>	<b>6</b>
<b>7</b>	<b>SEE ALSO</b>	<b>7</b>
<b>8</b>	<b>COPYING</b>	<b>8</b>

## Chapter 1

# SYNOPSIS

`#include <ubf.h>`

`int Bprojcpy (UBFH *p_ub_dst, UBFH *p_ub_src, BFLDID *fdlist);`

Link with `-lubf -lnstd -lm -lpthread`

---

## Chapter 2

# DESCRIPTION

This function copies fields from *p\_ub\_src* to *p\_ub\_dst* buffer. The list of field which needs to be copied is marked in *fdlist* array. The array must be terminated with **BBAFDLID**. Matched field names are copied including all it's occurrences. Before performing copy, *p\_ub\_dest* buffer is erased by *Binit(3)*.

---

## Chapter 3

# RETURN VALUE

On success, **Bproj()** return zero; on error, -1 is returned, with **Berror** set to indicate the error.

## Chapter 4

# ERRORS

Note that **Bsterror()** returns generic error message plus custom message with debug info from last function call.

**BALIGNERR** Source or dest buffer corrupted or pointing to not aligned memory area.

**BNOTFLD** Source or dest buffer not fielded, not correctly allocated or corrupted.

**BNOSPACE** No space left in target buffer.

---

## Chapter 5

# EXAMPLE

See `ubftest/test_bproj.c` for sample code.



## Chapter 6

# BUGS

Report bugs to [madars.vitolins@gmail.com](mailto:madars.vitolins@gmail.com)

# Chapter 7

# SEE ALSO

**Bproj(3)** **Binit(3)**

## **Chapter 8**

# **COPYING**

© Mavimax, Ltd